

In the Claims:

1-3. (Cancelled).

4. (Currently Amended) A system for producing virtual camera motion in a motion picture medium comprising:

an array of cameras deployed along a preselected path with each camera focused on a common scene;

means for triggering each of said cameras to substantially simultaneously record a still image of said scene;

means for transferring still images from said cameras into a digital data format;

means for transferring said digital data into a time-sequence of frames; and

means for outputting said time-sequence of frames in a motion picture medium adapted to be viewable by a human, thereby creating the illusion that a single motion picture camera has moved along said path.

5. (Previously Presented) The system of claim 4 wherein said camera comprises a video camera.

6. (Previously Presented) The system of claim 4 wherein said motion picture medium comprises video storage means.

7. (Previously Presented) The system of claim 4 wherein said motion picture medium comprises motion picture film.

8. (Currently Amended) A method for producing virtual camera motion in a motion picture medium comprising:

providing an array of cameras deployed along a preselected path with each camera focused on a common scene;

triggering each of said cameras to substantially simultaneously record a still image of said scene;

transferring still images from said cameras into a digital data format;

transferring said digital data into a time-sequence of frames; and
outputting said time-sequence of frames in a motion picture medium adapted to be
viewable by a human, thereby creating the illusion that a single motion picture camera has
moved along said path.

9. (Previously Presented) The method of claim 8 wherein said camera comprises a video
camera.

10. (Previously Presented) The method of claim 8 wherein said motion picture medium
comprises video storage means.

11. (Previously Presented) The method of claim 8 wherein said motion picture medium
comprises motion picture film.

12. (Currently Amended) A system for producing virtual camera motion in a motion picture
medium comprising:

an array of cameras deployed along a preselected path with each camera focused on a
common scene;

means for triggering each of said cameras to simultaneously record a still image of said
scene; and

means for transferring said still images from said cameras in a preselected order along
said path onto a sequence of frames in said motion picture medium adapted to be viewable by a
human, thereby creating the illusion that a single motion picture camera has moved along said
path.

13. (Previously Presented) The system of claim 12 wherein each camera from said array of
cameras records said still image on photographic film.

14. (Previously Presented) The system of claim 12 wherein each camera from said array of
cameras comprises a video camera that electronically records said still image as a video frame.

15. (Previously Presented) The system of claim 12 wherein said motion picture medium comprises video storage means.

16. (Previously Presented) The system of claim 12 wherein said motion picture medium comprises motion picture film.

17. (Currently Amended) A system for producing virtual camera motion in a motion picture medium comprising:

a two-dimensional array of cameras with each camera focused on a common scene;
means for triggering each of said cameras to substantially simultaneously record a still image of said scene; and

means for transferring said still images from a selected sequence of said cameras along a selected path in said two-dimensional array to produce a sequence of frames in said motion picture medium adapted to be viewable by a human, thereby creating the illusion that a single motion picture camera has moved along said path.

18. (Previously Presented) The system of claim 17 wherein each camera from said array of cameras records said still image on photographic film.

19. (Previously Presented) The system of claim 17 wherein each camera from said array of cameras comprises a video camera that electronically records said still image as a video frame.

20. (Previously Presented) The system of claim 17 wherein said motion picture medium comprises video storage means.

21. (Previously Presented) The system of claim 17 wherein said motion picture medium comprises motion picture film.

22. (Currently Amended) A system for producing virtual camera motion in a motion picture medium adapted to be viewable by a human comprising:

an array of video cameras focused on a common scene;

means for triggering each of said video cameras to simultaneously capture a time sequence of still images of said scene in a plurality of video frames; and
a processor receiving said video frames from said video cameras and generating said motion picture medium adapted to be viewable by a human containing said still images from a series of said video frames, thereby creating the illusion that a single camera has moved along the path of said array of video cameras.

23. (Previously Presented) The system of claim 22 wherein said motion picture medium comprises motion picture film.

24. (Previously Presented) The system of claim 22 wherein said motion picture medium comprises video storage means.

25. (Previously Presented) The system of claim 22 wherein said array of video cameras is two dimensional.

26. (Currently Amended) A method for producing virtual camera motion in a motion picture medium comprising:

providing an array of cameras deployed along a preselected path with each camera focused on a common scene;
triggering each of said cameras to simultaneously record a still image of said scene; and
transferring said still images from said cameras in a preselected order along said path onto a sequence of frames in a motion picture medium adapted to be viewable by a human, thereby creating the illusion that a single motion picture camera has moved along said path.

27. (Previously Presented) The method of claim 26 wherein each camera from said array of cameras records said still image on photographic film.

28. (Previously Presented) The method of claim 26 wherein each camera from said array of cameras comprises a video camera that electronically records said still image as a video frame.

29. (Previously Presented) The method of claim 26 wherein said motion picture medium comprises video storage means.

30. (Previously Presented) The method of claim 26 wherein said motion picture medium comprises motion picture film.

31. (Currently Amended) A system for creating virtual camera motion comprising:

a) an array of video cameras deployed along a path with each video camera focused on a common scene, the array comprising a plurality intermediate video cameras between a first video camera and a second video camera along the path;

- b) a control system associated with the array of video cameras and adapted to:
- i) receive video from at least the first and second video cameras;
 - ii) select a first portion of video from the first camera ending at a first time;
 - iii) select a second portion of video from the second video camera beginning at a second time;
 - iv) select images from the plurality intermediate cameras corresponding to a time equal to or between the first and second times;
 - v) create a resultant video adapted to be viewable by a human and providing a video sequence of the first portion of video, a sequence of the images from the plurality of intermediate cameras, and the second portion of video thereby creating an illusion of that a single camera remained still during the first portion of video at a position of the first video camera and moved along the path to a position of the second video camera for the second portion of video.

32. (Previously Presented) The system of claim 31 wherein the first and second times are equal and the select images from the plurality of intermediate cameras correspond to the first and second times to create an illusion that time has stopped during the illusion of the single camera moving from the first position to the second position.

33. (Previously Presented) The system of claim 31 wherein the first and second times differ by a time period and the select images from the plurality of intermediate cameras correspond to

different times throughout the time period to create an illusion that time has slowed during the illusion of the single camera moving from the first position to the second position.

34. (Currently Amended) A video control system for creating virtual camera motion from images retrieved from an array of video cameras deployed along a path with each video camera focused on a common scene, the array comprising a plurality intermediate video cameras between a first video camera and a second video camera along the path, said video control system adapted:

- a. receive video from at least the first and second video cameras;
- b. select a first portion of video from the first camera ending at a first time;
- c. select a second portion of video from the second video camera beginning at a second time;
- d. select images from the plurality intermediate cameras corresponding to a time equal to or between the first and second times; and
- e. create a resultant video adapted to be viewable by a human and providing a video sequence of the first portion of video, a sequence of the images from the plurality of intermediate cameras, and the second portion of video thereby creating an illusion of that a single camera remained still during the first portion of video at a position of the first video camera and moved along the path to a position of the second video camera for the second portion of video.

35. (Previously Presented) The video control system of claim 34 wherein the first and second times are equal and the select images from the plurality of intermediate cameras correspond to the first and second times to create an illusion that time has stopped during the illusion of the single camera moving from the first position to the second position.

36. (Previously Presented) The video control system of claim 34 wherein the first and second times differ by a time period and the select images from the plurality of intermediate cameras correspond to different times throughout the time period to create an illusion that time has slowed during the illusion of the single camera moving from the first position to the second position.

37. (Currently Amended) A method for creating virtual camera motion from images retrieved from an array of video cameras deployed along a path with each video camera focused on a common scene, the array comprising a plurality intermediate video cameras between a first video camera and a second video camera along the path, the method comprising:

- a. receiving video from at least the first and second video cameras;
- b. selecting a first portion of video from the first camera ending at a first time;
- c. selecting a second portion of video from the second video camera beginning at a second time;
- d. selecting images from the plurality intermediate cameras corresponding to a time equal to or between the first and second times; and
- e. creating a resultant video adapted to be viewable by a human and providing a video sequence of the first portion of video, a sequence of the images from the plurality of intermediate cameras, and the second portion of video thereby creating an illusion of that a single camera remained still during the first portion of video at a position of the first video camera and moved along the path to a position of the second video camera for the second portion of video.

38. (Previously Presented) The method of claim 37 wherein the first and second times are equal and the select images from the plurality of intermediate cameras correspond to the first and second times to create an illusion that time has stopped during the illusion of the single camera moving from the first position to the second position.

39. (Previously Presented) The method of claim 37 wherein the first and second times differ by a time period and the select images from the plurality of intermediate cameras correspond to different times throughout the time period to create an illusion that time has slowed during the illusion of the single camera moving from the first position to the second position.